Presented FREE with Nintendo® MAGAZINE

MARIO KART 64

SKIDS IN!

INSIDE

FIRST OFFICIAL UK REVIEW

PLUS!!

- SILICON VALLEY
- MULTI RACING CHAMPIONSHIP
- WARGODS
- DUKE NUKEM 64
- LAMBORGHINI 64

WELCOME TO MARIO KART 64!

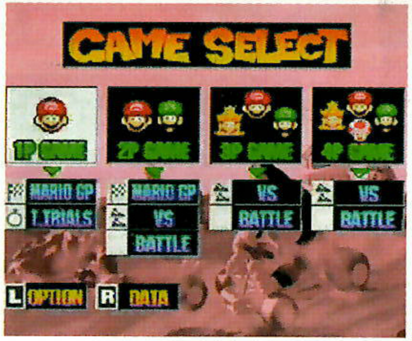
Mario Kart is the first N64 racing game to be released in the UK and, not surprisingly, it's a cracker. In fact, we've awarded the game a stonking 90% this very issue, so turn to page 24 in the mag for the full lowdown. Of course, as with the release of any big game, you lot will be clamouring for tips. Here at Nintendo Magazine we're best placed to provide the best tips because (a) we've been playing the game since its Japanese release last year and (b) we're very good at it. So, without further ado, here are 32 pages of unrivaled Mario Kart 64 tips, top strategies for multi-player games and a few nifty cheats that'll have your mates gawping.

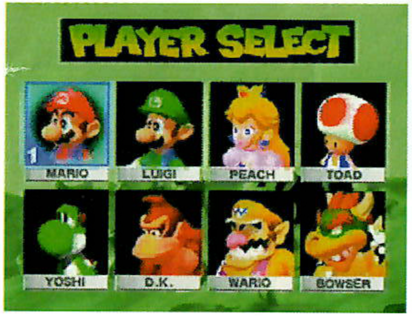
CONTENDERS... READY!

The racers in Mario Kart 64 are split into three handling categories; lightweight, middleweight and heavyweight. Don't worry about falling behind though, as all three categories can hit approximately the same top speed.

LIGHTWEIGHTS

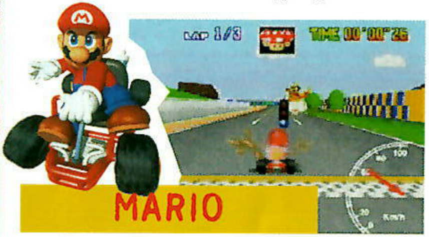
The little fellas are always quick off the mark as they have the fastest acceleration of all, and a slightly greater top speed. Also, they won't lose that much speed if they stray off the course. On the down side, they'll lose speed if they corner without sliding, and can be easily squashed by the heavier racers.


GAME SELECT
1P GAME
2P GAME
3P GAME
4P GAME
MARIO GP
TIME TRIALS
MARIO GP
VS
BATTLE
VS
BATTLE
VS
BATTLE
L OPTION
R DATA


PLAYER SELECT
MARIO
LUIGI
PEACH
TOAD
YOSHI
D.K.
WARIO
BOWSER

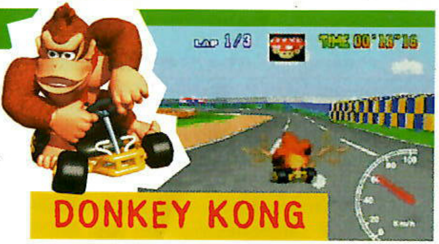
MIDDLEWEIGHTS

Mario and Luigi are inflicted with the curse of mediocrity. That is, they are completely average in all areas – speed, handling, sliding etc. They are good characters to practice with if you don't fancy the special attributes of the other two groups.



HEAVYWEIGHTS

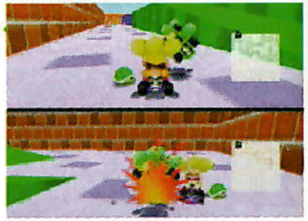
The big bruisers have the weakest acceleration of the lot, so they often have to play catch-up at the start of the race. Because of their weight, they tend to slow down if they hit mud or grass at the side of the track, but they won't lose much speed when cornering. They can also run over smaller players as if they weren't there.

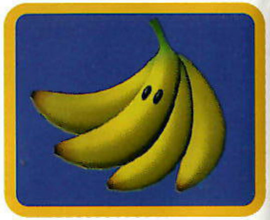

DONKEY KONG

POWER-UP TACTICS

MULTIPLE POWER-UPS

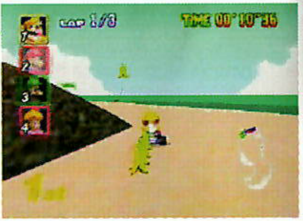
Tap the Z Trigger once, and multiple power-ups (shells or bananas) will circle or trail behind your Kart. In this position they act as a shield to anything except a blue shell. This also lets you pick up a second power-up to use straight afterwards. If you pick up, say, two sets of red shells in this way, then you can rain shell death on your opponents and they won't know what hit 'em.

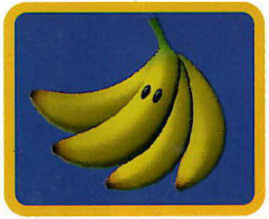


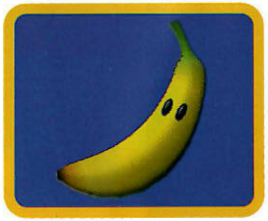


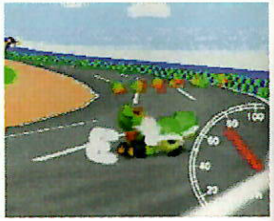
THROWING BANANAS

Bananas are usually dropped straight behind you, and can cause untold carnage if a trail of skins is left round a blind corner. You can also hold the 3D Stick forwards to lob bananas into the path of racers dead ahead. Conversely, hold the stick back when firing a green shell to send it hurtling backwards – extremely handy when someone's right on your tail.



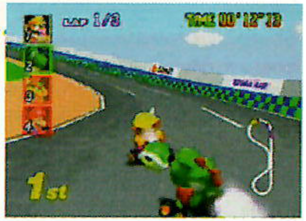


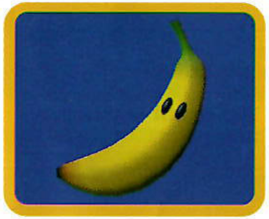




DRAGGING POWER-UPS

These single shot items can be dragged behind you by holding the Z Trigger. When you let go, the power-up is released. This means that you can collect a second power-up and use the first as a shield, like the multiple power-ups. Accurate placement of items is also possible, so you can dump a bomb block right where a real block should be.





LAP 3/3
TIME 01'27"23
1st

LIGHTNING TACTICS

Getting zapped by lightning can seriously affect your jumping abilities, which is a pain on courses like Wario Stadium where jumps are essential. Anyone using a Super Star or Ghost power-up is immune to a Lightning Bolt's effects, which is something to bear in mind when you have the item. Look through the guide for sneaky places to use the Lightning Bolt in multi-player mode.

LAP 2/3
TIME 01'08"80
8th

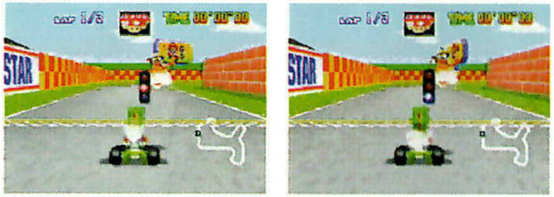
LAP 2/3
TIME 01'15"06
MARIO
1st

SINGLE-PLAYER SUCCESS

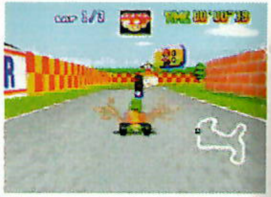
These single player tips are handy for multi-player games, as well as the Mario Grand Prix and Time Attack modes. However, they're aimed at improving your own performance, rather than fouling up your mates' chances.

TURBO START

At the start of the race, press the accelerator as the signal changes from red to blue and you'll get a turbo start, signified by flames erupting from the rear of your kart. Press the button too early, however, and you'll end up wheel spinning, which is extremely annoying. Accelerate too early, as you are put back on the track after a fall, and the same thing happens.



You want to press the accelerator between these two lights. As the red is extinguished is best.



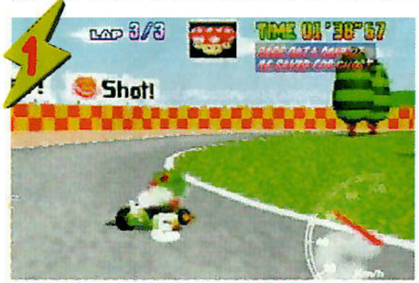
The result is this cool turbo start. Go Yoshi!

AVOIDING OBSTACLES

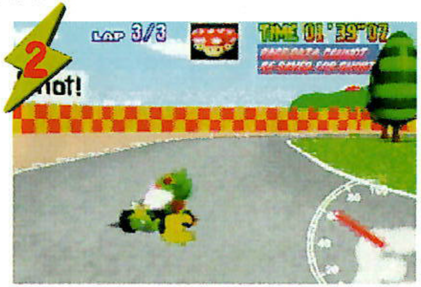
You can jump over bananas and Bomb Karts with a well timed tap of the jump button, even if you're going up a steep hill. However, if you hit a banana, all is not lost. Take your finger off the accelerator and tap it repeatedly. If a musical note appears over your racer's head, then you've avoided a skid. This only works if you're going in a straight line.

POWER SLIDING

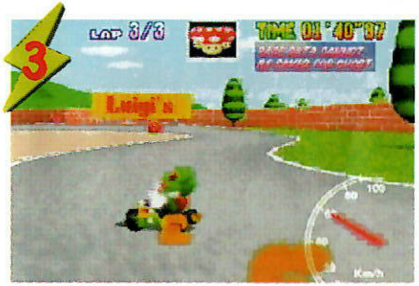
By pressing and holding the jump button (top R) as you enter a bend, your racer will begin to slide out. This means that you can corner without losing too much speed. There is also a technique which gives a bit of a speed boost by power sliding, which is very useful on Time Trials and to get an edge in Multi-Player games. Check out the captions for how to do it ...



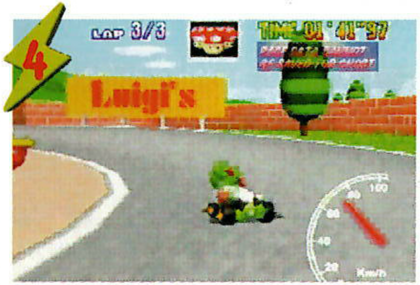
As you slide, a white smoke trail rises from the back of your kart. The cloud changes from a 'V' to an 'E'.



While sliding, keep holding jump, steer in the opposite direction, then back to the direction you're going.



If done correctly, your smoke trail will turn yellow. Repeat this and your smoke trail turns red.



Release the jump button now and you'll get a temporary speed boost of a few kph. Handy eh?

'HANDBRAKE' TURN

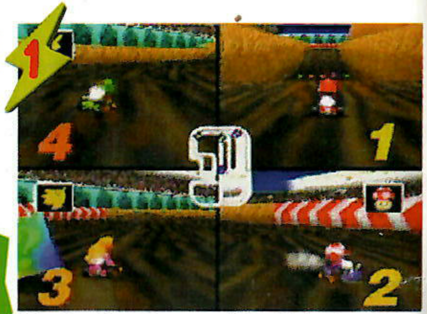
In a tight spot, hold both the A and B buttons together and you'll be able to turn round practically on the spot. This is also a great technique if someone is on your tail in Battle Mode or if you find yourself going backwards.

MULTI-PLAYER MAYHEM

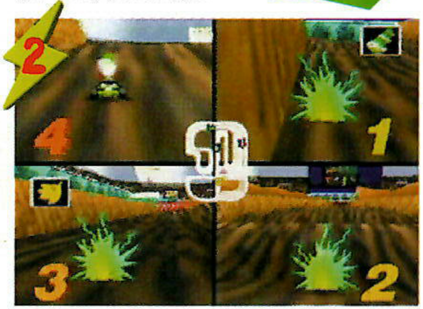
After wasting countless hours playing Mario Kart 64 over the last few months, we've come up with a definitive set of multi-player tactics that should see you winning races, as well as annoying the hell out of your mates. Absorb this information and commit it to memory.

LEAD FROM BEHIND

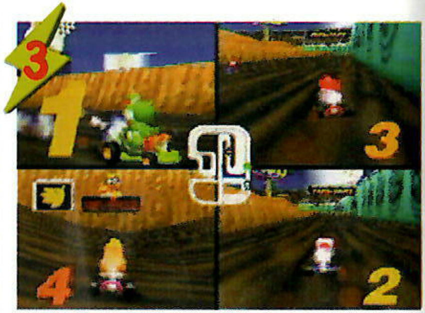
By purposefully hanging back in a three or four player game, you're more likely to pick up destructive power-ups such as blue shells and lightning bolts, which will help you batter your way to the front. Players stuck in second or third place will tend to suffer, as they tend to get lousy power-ups.



It's the last lap, and Yoshi is in 4th place. But he's got a lightning bolt.



Activate the Bolt at the top of the jump, and the others will fall off.



Allowing Yoshi to storm home in first place. Well done that lizard.

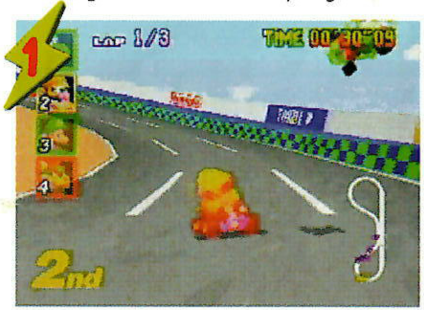
PINCHING POWER-UPS

If you slide through a clump of power-ups you'll be able to collect three or four at once. While this doesn't give you multiple power-ups, it will infuriate players who are directly behind as you nick all the items.

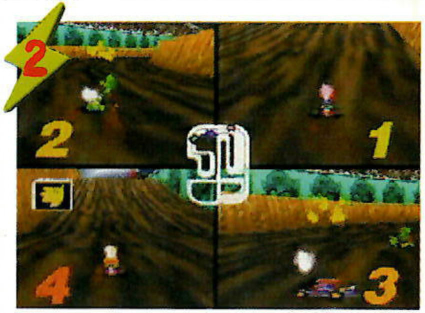
LAP 2/3
TIME 01'15"56
3rd

RUN 'EM DOWN

As you may have guessed, when the other players have been zapped with a lightning bolt you can run over their karts and flatten 'em. You can also knock them for six if you have a Super Star power-up. With both of these techniques, the tricky part is actually managing to hit other players as you pass them – you need a good aim and a steady finger on the 3D stick.



Wario's Superstar power-up allows him to plow through the other racers.



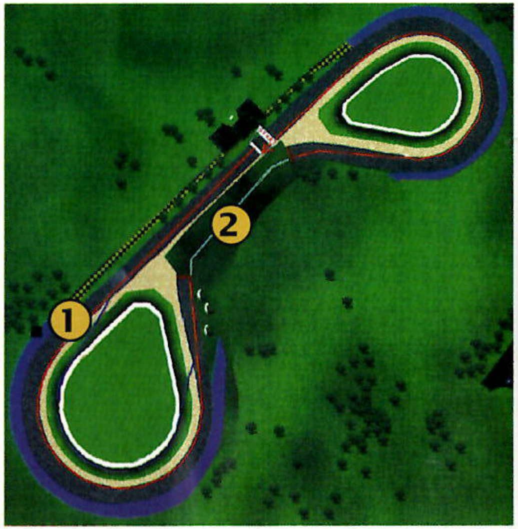
After zapping the others with a Lightning Bolt, Yoshi squashes Toad.

MUSHROOM CUP

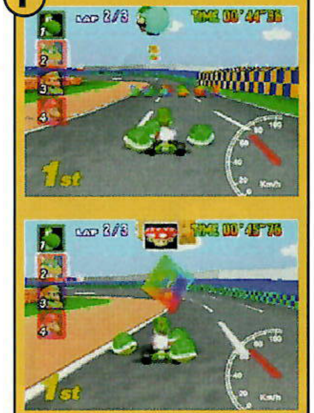
The first cup has a selection of simple courses to ease you into the game. There are also enough little secrets for maximum multi-player carnage.

LUIGI RACEWAY

The simple nature of the course means that you can concentrate on decimating the opposition in multi-player mode. You can power slide round the bends, but mind you don't slip off onto the sand traps.

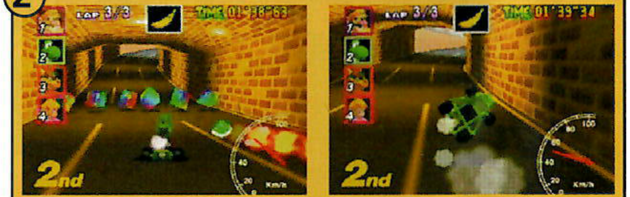


①



In all modes except Time Trial, there's a hot air balloon that floats up and down at this point in the lap with an item block hanging underneath. When it's at its lowest point, you can jump and grab the item, which is always a blue shell. This is not easy though, so practise, practise, practise.

②



On the second and third laps, this tunnel tends to fill up with rapidly ricocheting green shells, especially in a full on multi-player game. Try dropping bananas here as well for some top notch Mario Kart carnage.

LUIGI RACEWAY

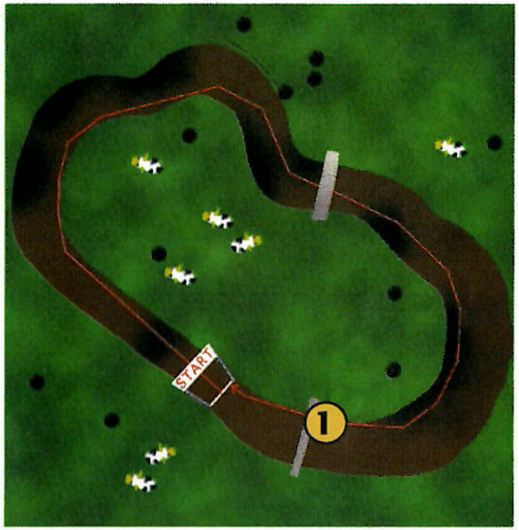
MOO MOO FARM

KOOPA TROOPA BEACH

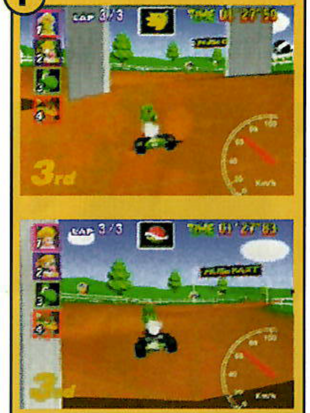
KALIMARI DESERT

MOO MOO FARM

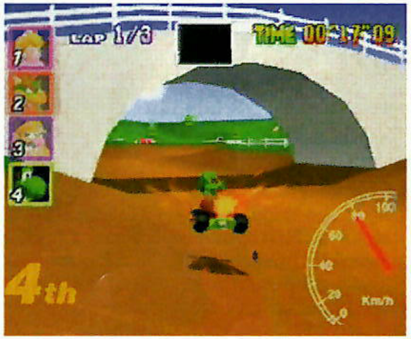
A simple course with an undulating surface and a 'racing line' that gives a faster time. You also need to mind the moles which pop out at certain points. Like bananas they can be jumped over with a well timed hop.



①



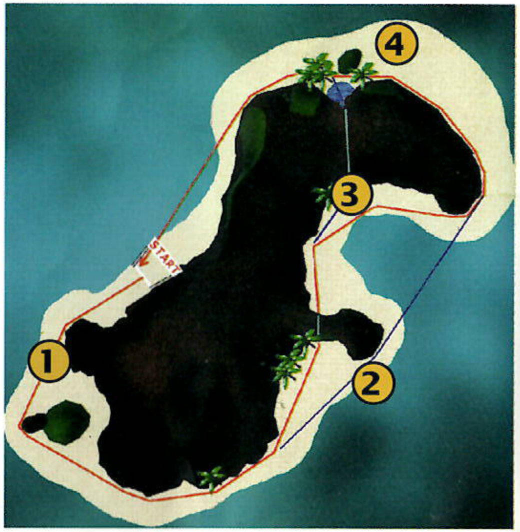
Make sure you don't run into one of the three bridge supports here, as you can't afford to stop on this fast course. The right hand gap between pillars has a bit of a drop-off straight after it, but this side of the course is part of the racing line, so go for it. And mind the cows.



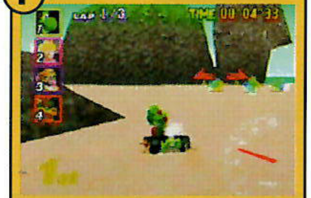
MUSHROOM CUP

KOOPA TROOPA BEACH

Hitting a crab on this course will send you flying, but you can jump over them with good timing. You can get a bit of extra speed by running over wet sand, but watch out for the tides!

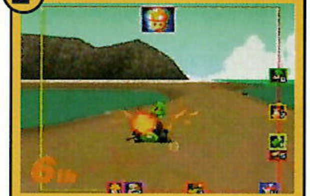


①



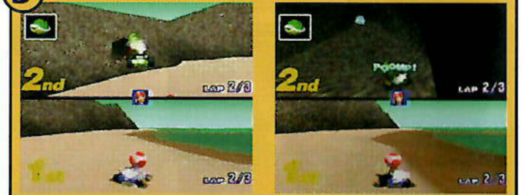
Go right at the fork in the track at the start. The left hand route is faster, but you might miss the power-ups.

②



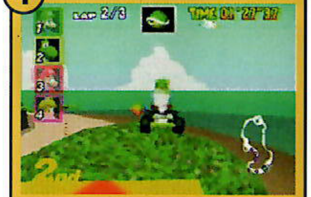
Go to the right of the stone arch and the tide will go out, revealing a sand bank that lets you take large short cut.

③



The ramp here leads to a hidden tunnel which cuts up to ten seconds off your lap time! While it helps to use a mushroom to get a speed boost up the ramp, it's possible to get into the tunnel unaided. If you jump *right* at the top of the ramp, you should make it.

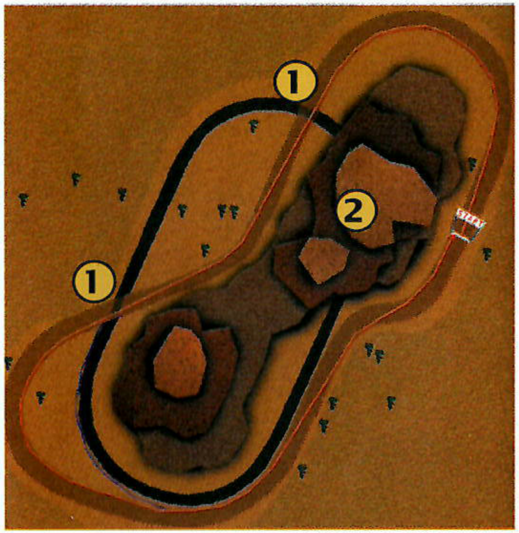
④



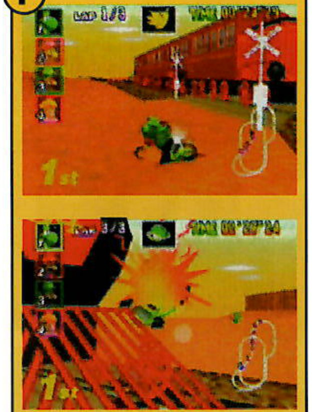
This steep ramp leads to a power-up on top of the large rock. In multi-player mode, this item is always a blue shell, no matter what position you're in.

KALIMARI DESERT

A fairly boring course, distinguished only by the railway line which crosses the track at two points. The occasional hills and dips can also catch you out if you aren't paying attention.

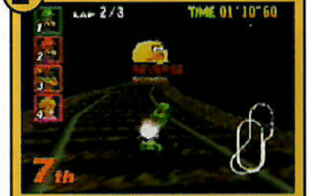


①

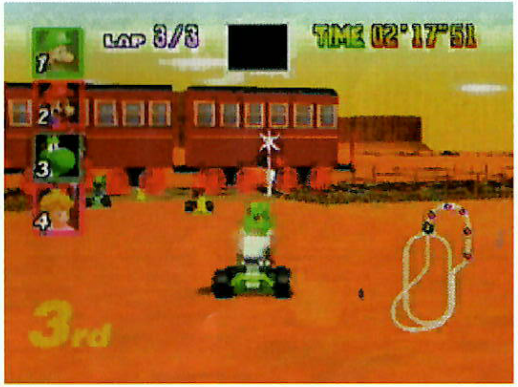


At both of the level crossings on this course you must stop to let the train pass or you'll crash. If you're feeling adventurous, you can try and nip in front of the train by going to the left of the warning signs, but make sure you don't hit the fence!

②

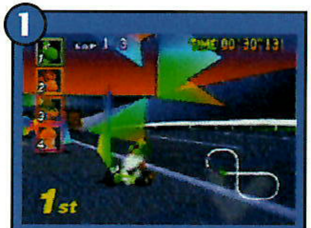


The tunnel is not a short cut. The only way it could be is if you could jump the boundary fence right after the tunnel but we haven't found a way of doing it. Yet.

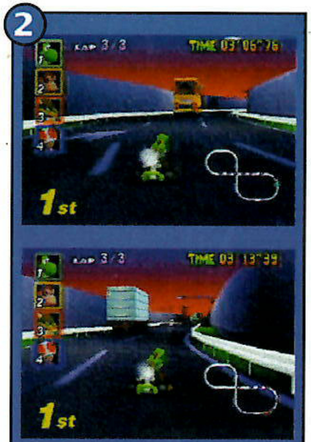


FLOWER CUP

The course layouts get more demanding in this Cup, and they also offer some of the best multi-player thrills.


1
LAP 1/3
TIME 00'30"13
1st

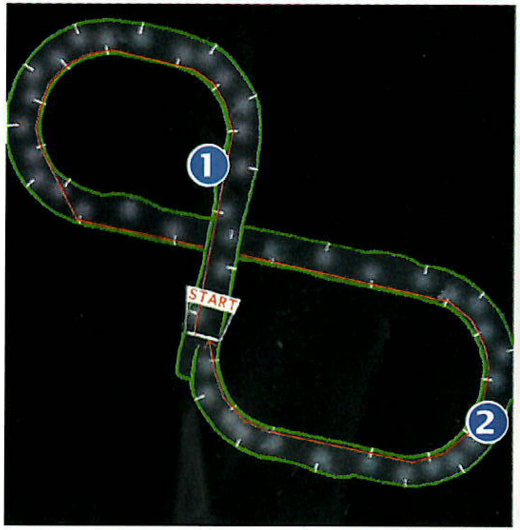
Power-ups on this course are located in the hard shoulders. If you power slide left then right, you can grab an item without slowing down. Slide through all four to really annoy your mates.

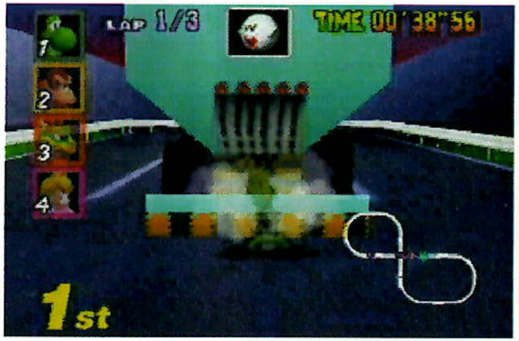

2
LAP 3/3
TIME 03'06"76
1st
LAP 3/3
TIME 03'13"39
1st

The final section of the lap goes down to two lanes, so you need to be careful as gaps between the traffic close rapidly. You can drive in the gap between the barrier and the traffic if necessary.

TOAD'S TURNPIKE

Pretty boring usually, but a lot more scary in reverse mode as the traffic is now coming towards you! If you get hit by one of the vehicles, chances are you'll be hit by two or three more as well.



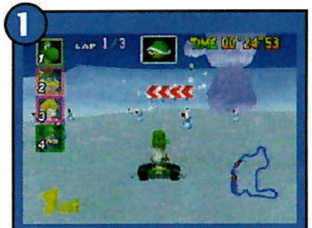

LAP 1/3
TIME 00'38"56
1st

FLOWER CUP
TOAD'S TURNPIKE

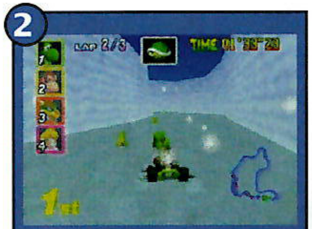
FLOWER CUP
FRAPPE SNOWLAND

FLOWER CUP
CHOCO MOUNTAIN

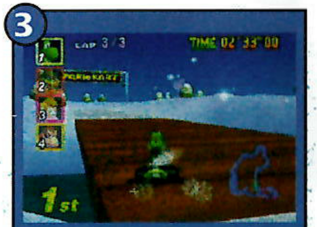
FLOWER CUP
MARIO RACEWAY


1
LAP 1/3
TIME 00'24"53

You can get through this field of snowmen if you aim dead centre. If you find yourself heading for one, don't over react as you may steer straight into another one!


2
LAP 2/3
TIME 01'33"29

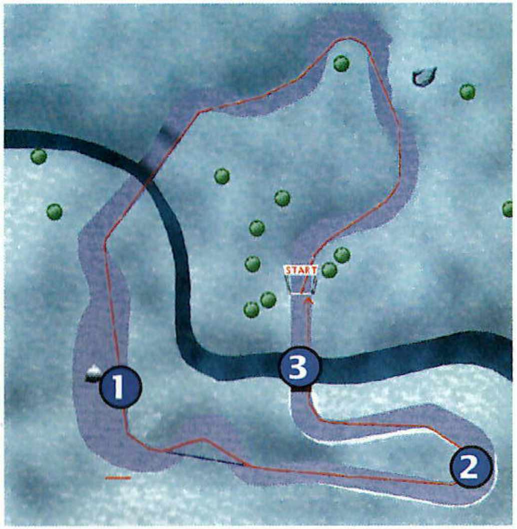
In multi-player games, leaving bananas round this corner almost guarantees carnage.


3
LAP 3/3
TIME 02'33"00
1st

This bridge has no guard rails, so take care not to fall into the icy water.

FRAPPE SNOWLAND

This course is extremely, er, white, so you need to make sure you don't leave the track by mistake. The snowmen which pop out of the ground also conspire to make your life a misery.

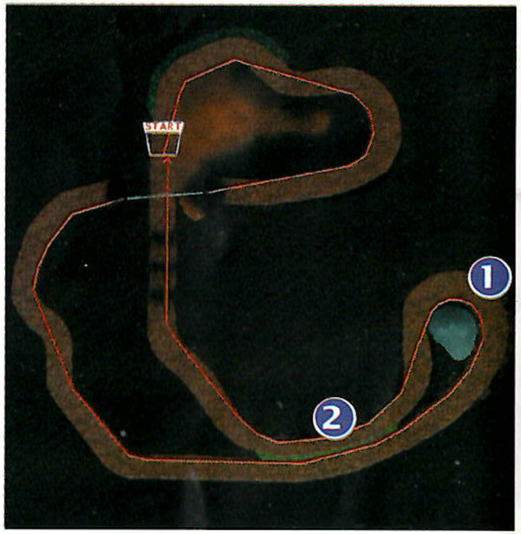


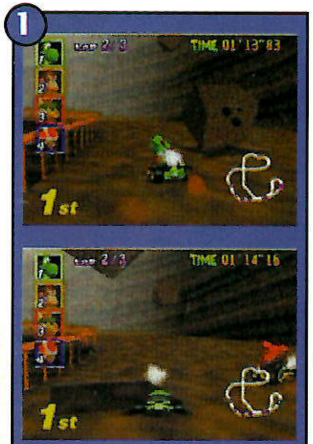
LAP 1/3
TIME 00'08"03
2nd

FLOWER CUP

CHOCO MOUNTAIN

This is just about the only course with a fogging effect, but it doesn't affect visibility all that much. In multi-player mode the guard rails are removed, but that's about as exciting as it gets, really.





Watch for falling rocks here. Stay to the left side of the track and they should bounce over your head.

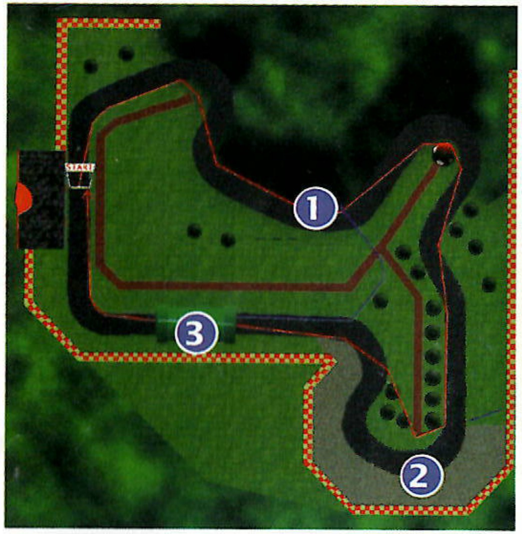
② Mind you don't fall off the left of the track here as you'll land back on the lower level, way behind everyone else.

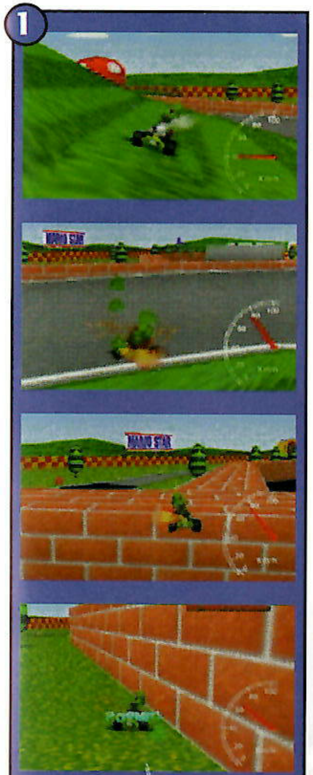
LAP 1/3
TIME 00'11"
1st

LAP 1/3
TIME 00'42"
1st

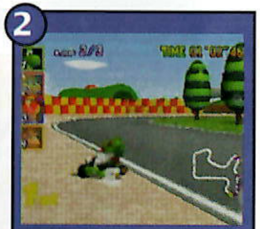
MARIO RACEWAY

One of our favourite tracks and also considered to be the true racer's track by Nintendo's Japanese testers. Practically all the corners can be power-slid round to score really quick times. See page 31 for more on this.

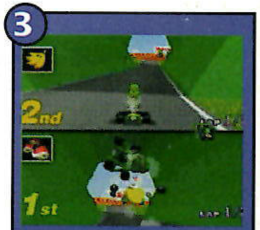




As you approach this corner, go up onto the grass to the left and use a mushroom power-up to gather speed as you head toward the edge of the track. Jump just as you reach the far edge and you should be able to leap right over the T-shaped section of wall. You can land on either side of the T, but obviously you gain more time if you go to the right.



Make sure you don't run wide into the sand trap on this fast, flat corner. Power slide instead for a quick speed boost.

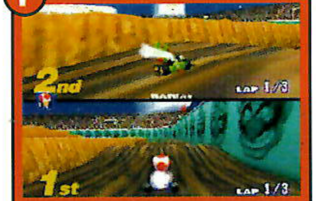


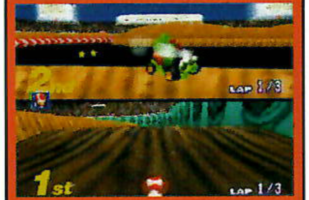
In multi-player mode there's a Bomb Kart in this pipe tunnel, so watch out. You can drop bananas too for extra carnage.

STAR CUP

Probably the best balanced in terms of thrills and spills, the Star Cup has no duff courses and is one you'll be returning to again and again.

①

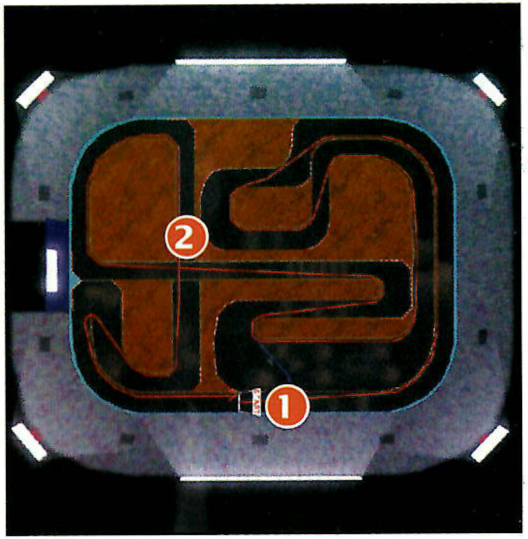

2nd
LAP 1/3
1st
LAP 1/3


2nd
LAP 1/3
1st
LAP 1/3

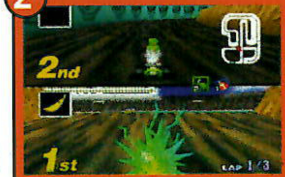
You can take an excellent shortcut at the very first hump. Make sure you are going over 50kph and slide into the left hand wall as you hit the top of the first hump. If you hit the wall square on, you can tap the jump button again to hop over the wall and cut out half the lap!

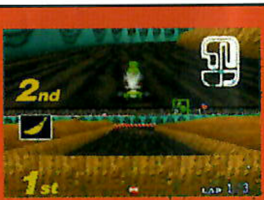
WARIO STADIUM

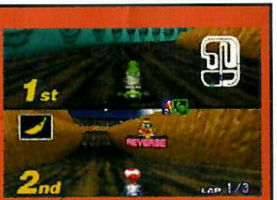
This long dirt track demands concentration, and there's also potential for being extremely sneaky. The hairpin bends are perfect for power sliding, but make sure you don't hit the walls coming off the many bumps.



②


2nd
1st
LAP 1/3


2nd
1st
LAP 1/3


1st
REVERSE
2nd
LAP 1/3

If you activate a lightning bolt just as another player – or players – is about to make the jump, their comical reduced size means that they'll plummet off the ramp into last place. Of course, other players can also do this to you, so it pays to check what they're up to before you jump. If you do get zapped, jam on the brakes and you should stop in time. Then reverse back down the ramp and make the jump when you return to normal size.

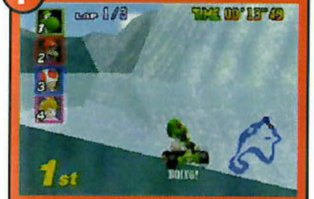
STAR CUP
MARIO KART
WARIO STADIUM

STAR CUP
MARIO KART
SHERBET LAND

STAR CUP
MARIO KART
ROYAL RACEWAY

STAR CUP
MARIO KART
BOWSER'S CASTLE

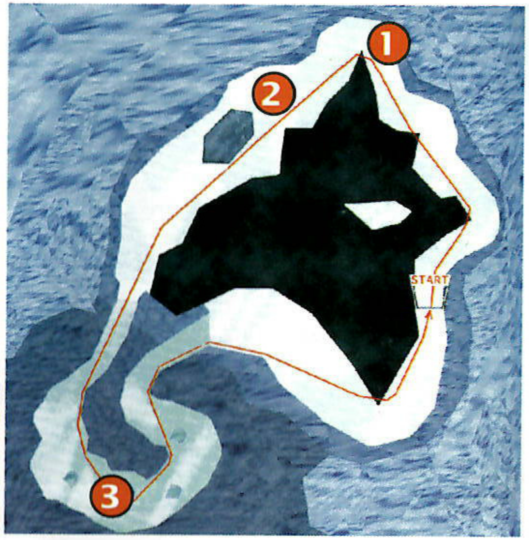
①


LAP 1/3
TIME 00'13"49
1st
BOING!

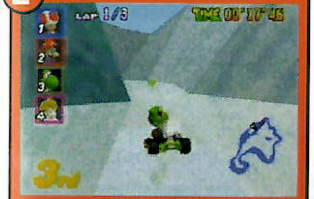
On tight corners like this it's possible to slide right toward the edge of the ice and hop over the gap, thus shaving vital seconds from your lap time.

SHERBET LAND

Make sure that you don't fall into the icy water or you'll freeze for a few seconds. The penguins are also annoying, but you can usually see which way they're going to slide.



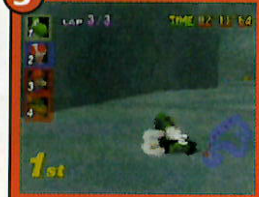
②

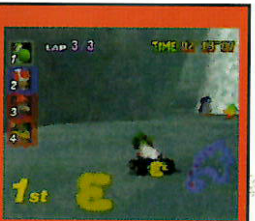

LAP 1/3
TIME 00'17"46
3rd

You can go either side of this rock. It's faster to the left, but then you have to go much further left to grab a power-up, slowing you down again. There's a lone power-up in the right-hand route.

LAP 1/3
TIME 00'23"26
2nd

③



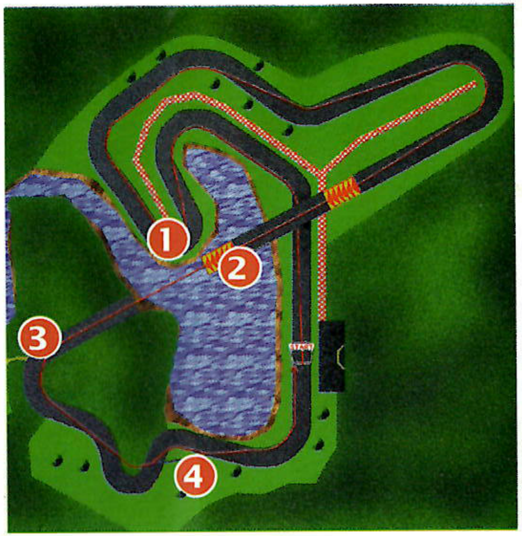


In the cave, you can power slide and stay close to the left wall, meaning you avoid most of the penguins. Remember that bouncing off the wall in here loses less time than hitting a penguin.

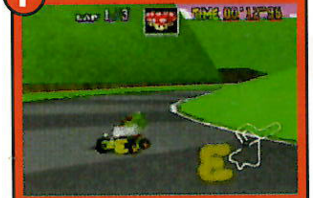
STAR CUP

ROYAL RACEWAY

There's a dramatic jump late in the lap, but there are speed boosters just beforehand, so it's not a problem. What is a problem, however, is the last bend by the lake, where inexperienced racers can slip and fall in.



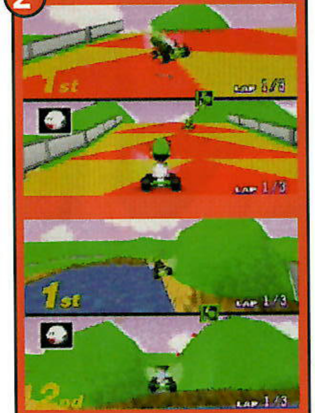
①



LAP 1/3
TIME 00'12"56

Power slide round this sharp corner to avoid falling in the adjacent water.

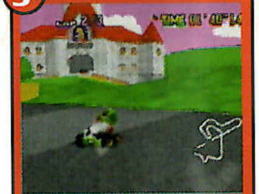
②



1st
LAP 1/3
1st
LAP 1/3
2nd
LAP 1/3

The shortcut here only works in 150cc class. As you hit the second speed booster, turn left and head off the ramp towards the mountain. You can't get all the way to the road in the distance, but if you hit the mountainside close to the road and bounce off into the water, you'll be placed back on the track near where you fell in. Foul up and you're well and truly screwed.

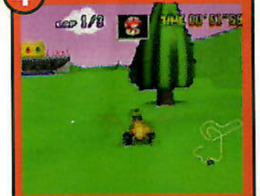
③



TIME 01'40"14

If you turn off here and follow the dirt track, you'll go all the way to the castle from Mario 64! This is pointless, but it's a fun diversion.

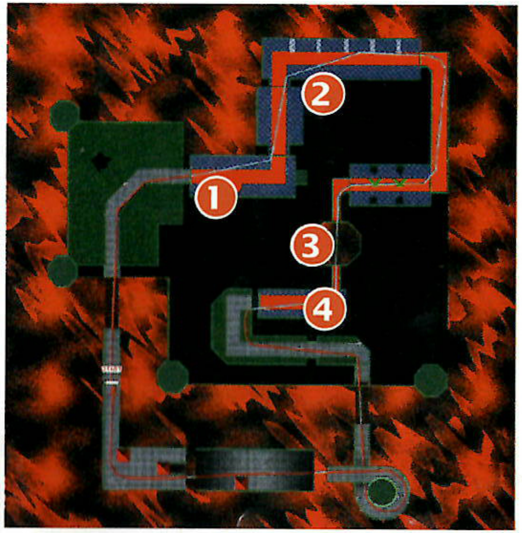
④



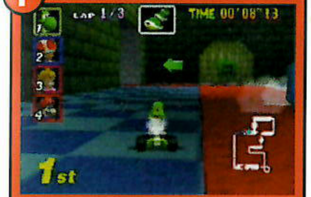
If you have a mushroom power-up, try cutting off this corner by boosting across the grass. Use a Star power-up to knock down the trees!

BOWSER'S CASTLE

You get more speed on this course by sticking to the carpet, but you also need to look out for the Thwomps which inhabit the large halls. The lava surrounding the castle also needs to be treated with care.



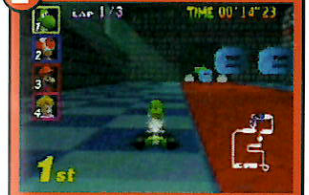
①



LAP 1/3
TIME 00'08"13
1st

In this first hall, stay close to the left wall to avoid the Thwomps, then power slide round the corner.

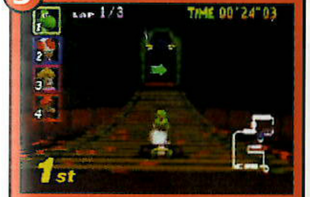
②



LAP 1/3
TIME 00'14"23
1st

The Thwomps in this room fly overhead first, so stay to the left or right to avoid them too.

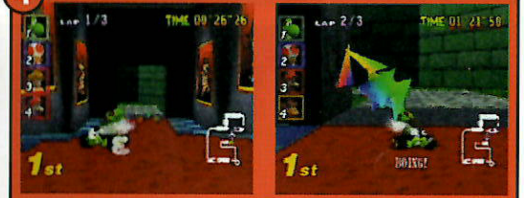
③



LAP 1/3
TIME 00'24"03
1st

This narrow wooden bridge has no guard rails, so you need to slow down slightly and hit it square on unless you want to fall in the lava and lose loads of time.

④



LAP 1/3
TIME 00'26"26
1st
LAP 2/3
TIME 01'21"50
BOING!
1st

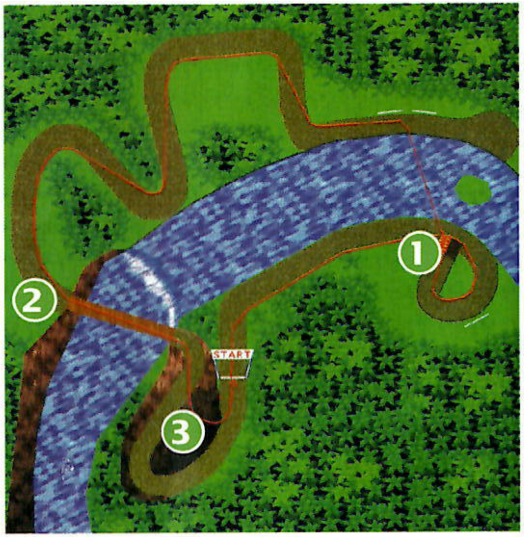
Slide early into this corner after the bridge to get round and stay on the carpet and keep your speed up. Slide in the opposite direction immediately afterwards to get round the 180° turn in the garden. Watch for the trees in the garden, and you'll grind to a halt if you hit 'em.

SPECIAL CUP

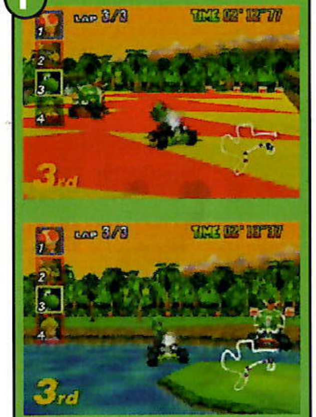
The final Cup is tough, and generally fast paced, but the Rainbow Road course spoils it by being too long and boring. Bah!

DK'S JUNGLE PARKWAY

A rapid course set, as the name suggests, in a jungle. If you leave the track you'll be pelted with coconuts by invisible monkeys which'll crush you if you're the victim of a lightning attack. And, mind you don't fall in the river.

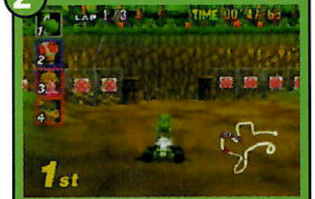


①


LAP 3/3
TIME 02' 12"77
3rd
LAP 3/3
TIME 02' 13"37
3rd

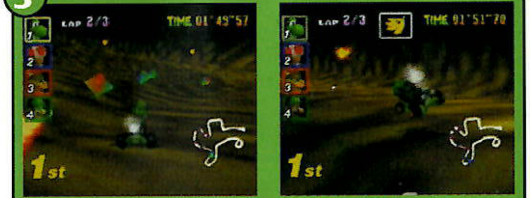
As you leap off the ramp, steer to the left and you'll cut out a large chunk of the corner. If you go too far to the left, however, you'll miss the track entirely and fall in the river. Watch out as you land too, because you can hurtle over the track and land on the grass beyond.

②


LAP 1/3
TIME 00' 47"63
1st

Stay in the middle of the track as you head down to the bridge – smack into the barriers and you'll lose time.

③

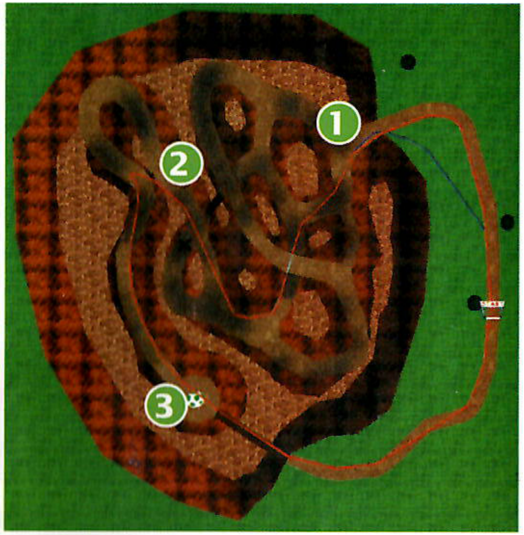

LAP 2/3
TIME 01' 49"57
1st
LAP 2/3
TIME 01' 51"70
1st

You can drive up the side of the bank here to cut the corner off. Aim for the area with the power-ups, and remember that you won't won't make it up if you go up too early.

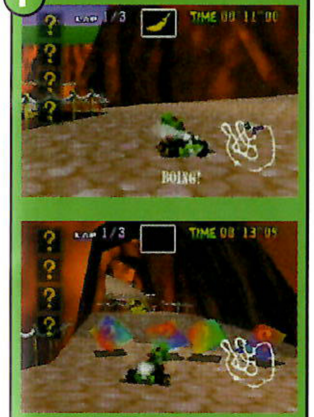
SPECIAL CUP
DK'S JUNGLE PARKWAY
SPECIAL CUP
YOSHI VALLEY
SPECIAL CUP
BANSHEE BOARDWALK
SPECIAL CUP
RAINBOW ROAD

YOSHI VALLEY

There are multiple routes through this course, and it's quite easy to get lost or disorientated. There's also no ranking on this track, so you can't tell who's in the lead. There are also loads of porcupines which get in the way.

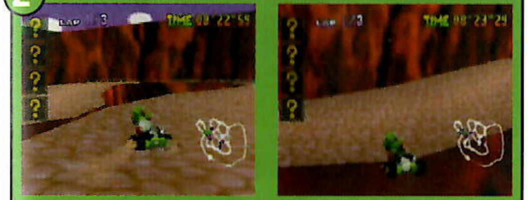


①


LAP 1/3
TIME 00' 11"00
BOING!
LAP 1/3
TIME 00' 13"05

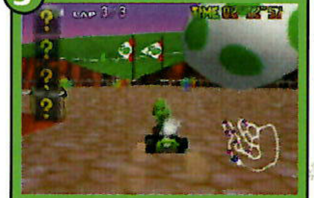
For a quick route through the maze section of the lap, turn right after the bridge, then go left and straight on under the tunnel. Turn left at the top of the hill and you're through. Alternatively, follow the red route marked on the map for a slightly longer, but safer, route.

②


TIME 00' 22"59
TIME 00' 23"29

See where the course doubles back? You can jump across and cut out the corner. Ease off the accelerator before jumping, and turn hard left in the air. Hit the brakes as you land and you should stay on the track.

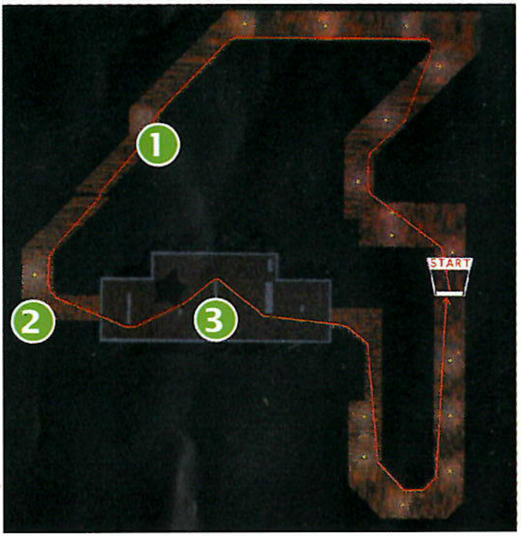
③



The huge Yoshi egg will flatten you if you get in its way. Use a mushroom to boost through the gap.

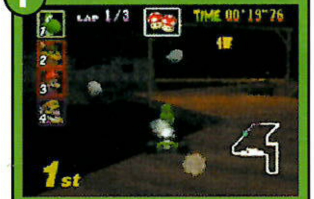
BANSHEE BOARDWALK

A rubbish name for a cool course. Players of the original game will recognise it as the Ghost House, and will know that there's ample opportunity to fall off the track into the water.



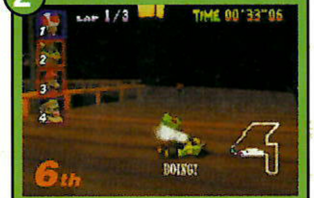
LAP 1/3
TIME 00'00"66
1
2
3
4
3rd

1


LAP 1/3
TIME 00'19"76
1st

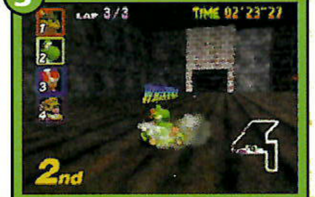
Be careful that you don't go flying off the course at this chicane. A well timed jump can often rescue you.

2


LAP 1/3
TIME 00'33"96
6th
BOING!

Even the best players can foul up here. Watch you don't run wide, or you'll fall through the gap in the fence.

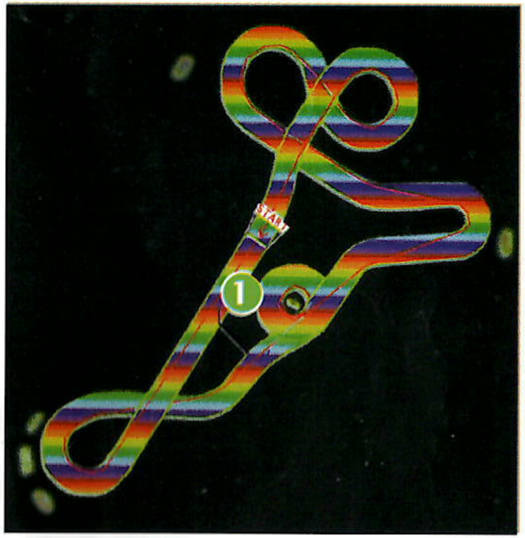
3


LAP 3/3
TIME 02'23"27
2nd

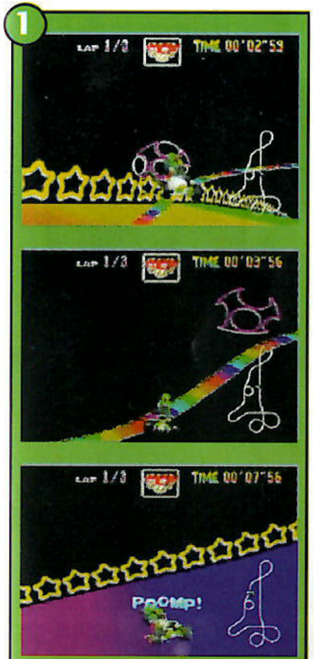
The bats which fly about here can cause you to spin out or crush you when you're small, and you also need to watch for the hole in the floor to the left side of the main room.

RAINBOW ROAD

Rainbow Road is definitely the most boring course in the game. It's by far the longest, and the surroundings are, well, black. Grit your teeth and just get on with it. Or you can cheat...



1


LAP 1/3
TIME 00'02"59
LAP 1/3
TIME 00'03"56
LAP 1/3
TIME 00'07"56
POOMP!

When the track drops sharply, turn hard left and tap jump at the exact point where the track dips. Get it right, and you'll sail off the edge and land a third of the way round the lap. Get it wrong and you'll sail off into oblivion.

LAP 1/3
TIME 00'35"06
8th

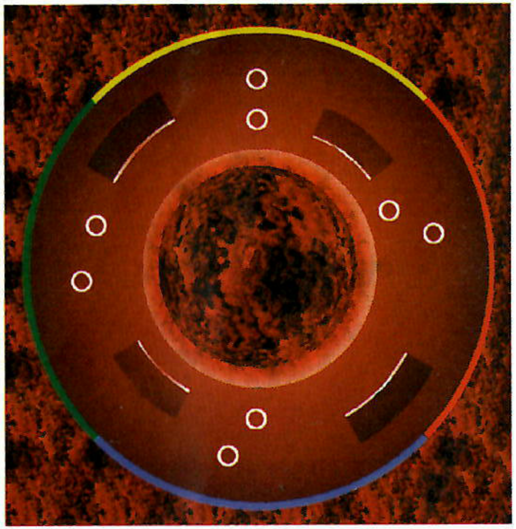
LAP 1/3
TIME 02'20"47

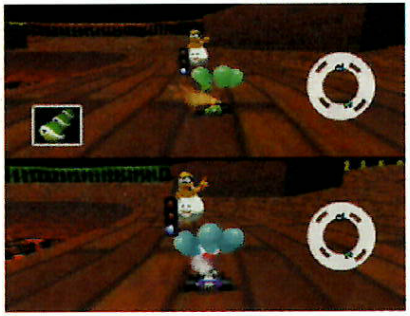
BATTLE MODE

There are only four arenas in Battle Mode, and two of them are a bit whiffy. If you choose a heavy character, you can get an early lead by doing a turbo start and charging into the player dead ahead of you. They'll lose a balloon, but they'll get wise to that trick very quickly...

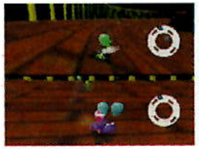
BIG DOUGHNUT

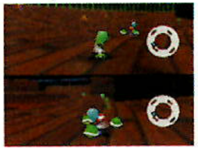
Mediocre at best, you'll only want to play the Doughnut as a break from the two decent arenas. The lava pit in the 'hole' of the doughnut is a hazard – there's no guard rail around it, so you can fall in and lose a balloon if you're not careful or if you slip on a well placed banana. Keep an eye on the map or the other screens as your opponents can hide behind the four large blocks and ambush you. Because the power-up blocks on this arena are scattered fairly randomly, it's easier to catch other players out with a bomb block than it is on the other courses.





Toad takes a tumble into the lava. What a fool, eh readers?

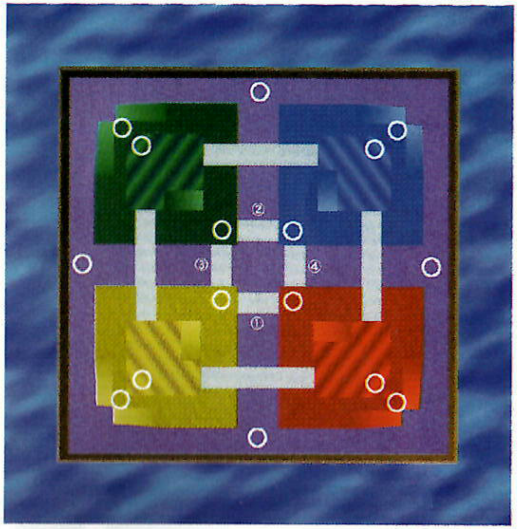


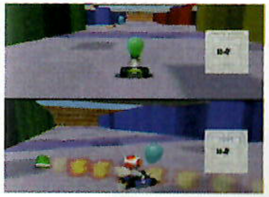


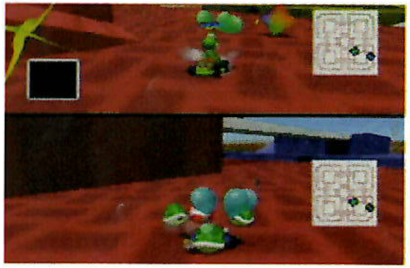
BATTLE RANKING
00-01
RETRY
COURSE CHANGE
DRIVER CHANGE
QUIT

BLOCK FORT

This arena contains four large multi-level blocks which are linked by narrow catwalks at various heights. From the top level you can ambush players lower down by dropping right behind them and firing a shell. Leaving bomb blocks in the clusters of power-ups is another sneaky tactic, especially if you drag the block behind you and place it exactly where a real power-up should be. The multi-level blocks are colour coded, which means you can get a fix on the other players by just glancing at their screens. Sneaky, but who said you have to play fair?

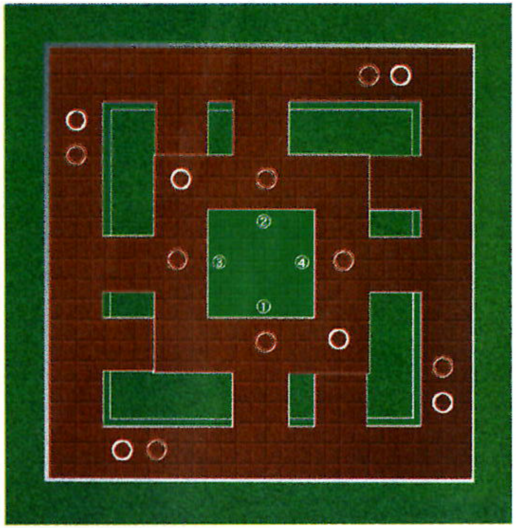


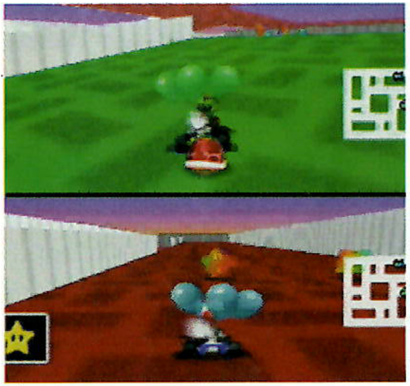




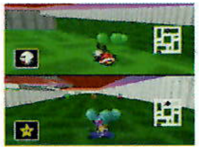
DOUBLE DECK

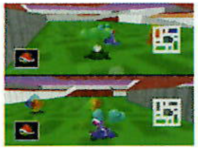
This arena resembles something along the lines of a multi-storey car park – there are four colour coded levels linked by ramps. The lowest level is dark green, the next is light green, and the other two are dark and light red respectively. You start on the second level from the bottom where there's a raised platform which you can only get onto by dropping down from the very top level. Because of the sheer size of this arena, you may lose sight of the other players now and again. After a few minutes play, there are also likely to be loads of green shells bouncing around, so stay alert.

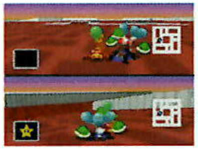


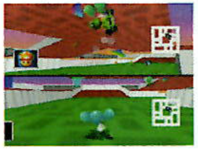


Incoming! You won't see shells this close normally, 'cos they're too fast.



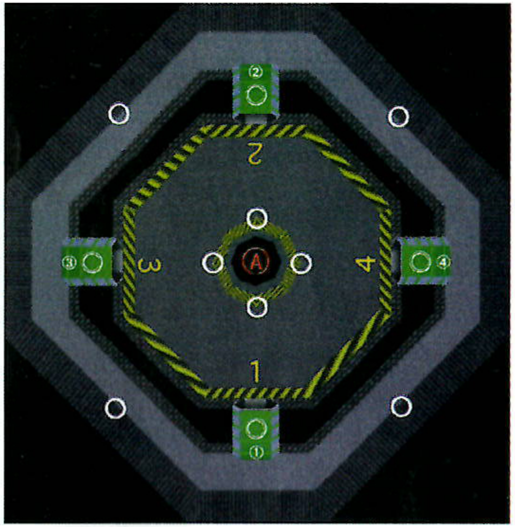






SKYSCRAPER

The Skyscraper is more of a painful experience than an entertaining one. It's quite small, and it's very easy to fall off and lose a balloon. There's an unguarded hole in the middle of the arena, more holes near the edge, and, of course, there's edge of the building to avoid as well. What's worse is that you can't really see the holes because the viewpoint is so close to the ground. If you do insist on playing it, try knocking the other players off the building by ramming into them. After a couple of goes, though, you'll never touch it again. Unless you're mad or something.



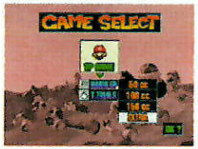
No! Not the skyscraper arena. It's the poorest of the arenas.

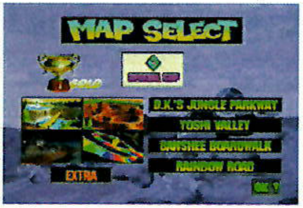
COOL STUFF

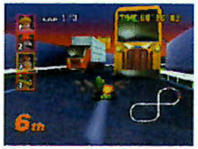
Mario Kart 64 wouldn't be a true Nintendo game without a few hidden secrets for players to find. And, in a coincidental fashion, here they are...

MIRROR MODE

Battle the cheesy computer AI and get a gold award on all four Cups in 150cc mode. Now start a new game and you'll see that Mirror Mode has become available. This is essentially 150cc mode, but all the courses are flipped, so a left hand bend becomes a right, and so on. The only exception to this is Toad's Turnpike – now all the traffic is coming towards you! This makes the course much more exciting, and is fantastic in multi-player mode.



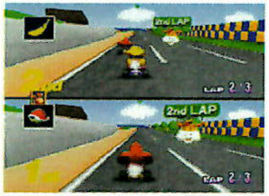




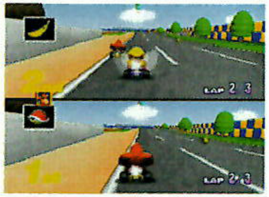
ABOVE Toad's Turnpike is infinitely more scary in Mirror mode. Enjoy!

SLIP STREAMING

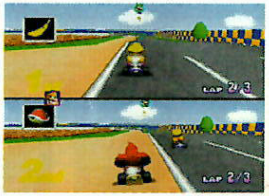
If you can get right up behind another racer – in their gearbox, as Murray Walker likes to say – you'll see air streaming off both sides of your kart. This gives a short burst of speed, which is enough to pass the racer in front.



Wario is closing fast on DK. Drive right up behind and see...



...a speed effect, as if you'd hit a booster panel. Now you can...



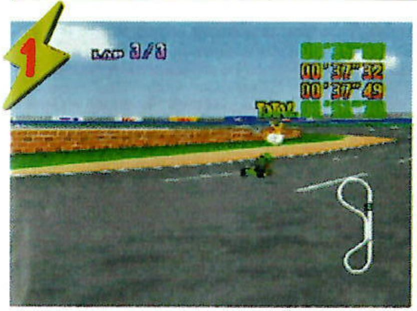
...zoom past the guy in front, leaving him chewing your dirt.

COURSE GHOSTS

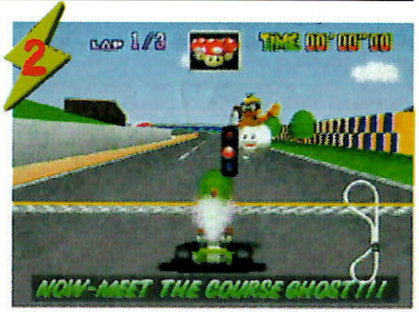
Each of the three Raceways has a hidden Time Trial course ghost which is unlocked if you complete three laps in a set time. You'll then race a ghost car representing a Nintendo game tester's best time. These ghosts are saved to your cart so you can race them forever!

LUIGI RACEWAY

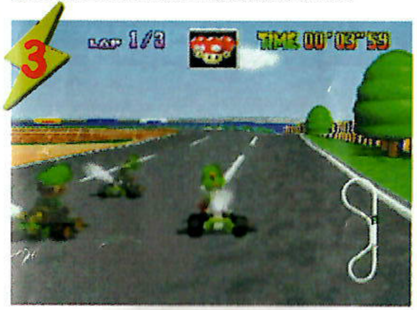
Complete three Time Trial laps in under one minute, 52 seconds to access the course ghost on Luigi Raceway.



Step 1. Complete on the Raceway courses in a storming fast time.



Step 2. Choose retry and you'll receive this challenge.



Step 3. Now the super fast Luigi ghost will challenge you.

MARIO RACEWAY

One minute thirty seconds is the time to beat if you want to see the course ghost here. Practice the short cut to get a good time.

ROYAL RACEWAY

You need to get a Time Trial result under two minutes forty seconds to unlock the course ghost on the Royal Raceway.

THANKS TO...

Chris Hobbs and his crayons for designing this tips bible, Stephen Thomas Fulljames for the enviable task of playing Mario Kart 64 to death, and Simon and Dave for subbing these sacred words.

Next Month

Yet another guide-tastic FREE tips book to slip into your Nintendo 64 cart box from the ONE and ONLY Official Nintendo Magazine.

Nintendo®
MAGAZINE

PLAYER'S GUIDES FOR WINNERS!